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ISSUE 3 JANUARY 1992

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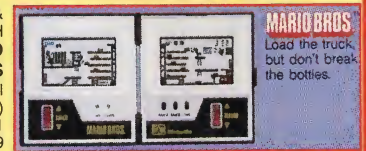


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GAMES ON THE GO!

6 SONIC THE HEDGEHOG

He's here! Sega's super-cute spikey pal makes it onto the Game Gear, and he's brilliant! Just turn to our incredible **GO!** Review for the full lowdown on this ultra-cool hand-held romparama!

9 INDIANA JONES

Gimme the whip! Throw me the idol! The man with the hat is back with a vengeance on the Game Gear, and only a **GO!** review could be better than Indy - so read it!

11 MARBLE MADNESS

Tricky frolics and fun are the order of the day on this hotter 'n' hot Gameboy cart. Check out the one and only **GO!** review for the full facts!

12 WWF SUPERSTARS

Hurrah! One of the hottest Gameboy titles ever get's the full **GO!** treatment courtesy of the best mag in the world.

16 GAUNTLET II

Atari's dungeon dazzler slashes its way onto the Gameboy in fine style, straight into the hands of the **GO!** review team - hurrah!

18 DONALD DUCK

Are we quackers or what? An exclusive Game Gear review of one of the hottest titles around and **GO!** costs you nothing at all! What's wrong with us?

22 AWESOME GOLF

One of the greatest golf games ever bounces onto your Atari Lynx, and **GO!** grabs it for yet another Exclusive review. It's what we do best...

EDITOR: Tim Boone DESIGN AND LAYOUT: Gary Harrod
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PRINTED BY: Kingfisher Web COLOUR BY: Proprint,

READY! Here it is - the third incredible issue of the world's most wicked games mag, completely and utterly free! Bursting forth from these very pages are the hottest hand-held games in the known universe, all Exclusive and only inside **GO!**

STEADY! What with WWF, Gauntlet II and Marble Madness on the Gameboy, super Sonic and Donald Duck on the Game Gear, we're streets ahead of everyone else yet again! Here's why: hand-helds are hotter than a hundred XXX mints stuffed in your gob at once and **GO!** is the coolest games mag ever. Simple, eh?

GO! So keep your letters, cheats 'n' stuff coming in to us at the usual CVG address - there's a spanking new Game Gear on offer for the best we get. Meanwhile, just turn that page and get stuck into some serious hand-held action...

TIM BOONE



London E13. **GO!** EDITORIAL AND ADVERTISING, TOP FLOOR, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU TEL: 071 251 6222 FAX: 071 490 1095 HANDY TIP: Don't fart in the phonebox COPYRIGHT WARNING: **GO!**'s the greatest, so watch out you sad mags and talentless bumboil copycats 'cos there's nothing Lord Emap likes more than suing your ass off.

NEWS

GALAGA ON GEAR

Watch out for a conversion of one of the hottest coin-ops around, coming soon to your Game Gear! **Galaga '91** is a souped-up version of that old classic, Galaxians, and features some of the most addictive gameplay this side of a night out with that bird off Baywatch.

Divebombing aliens, power-up spaceships and even the bonus Galactic Dance routine have been crammed into the GG's little cartridge; we've seen a sneak preview and already it's looking ouch! hot. Even better, **GO!** will be bringing you the definitive review on this class blast in the very next issue - don't miss it!



TUNE INTO SEGA TELLY

It's here at last! The peripheral all Game Gear owners have been waiting for - the **Sega TV Tuner!** It plugs into the cartridge slot of your GG and works just like a normal hand-held telly; complete with tuning dial allowing you to find not only BBC1 and ITV, but BBC2 and Channel 4 as well! Costing £74.99, the TV Tuner may cost a lot, but if you're a red hot, on-the-move gamer who doesn't want to miss the sad afternoon chat shows, it's an absolute must!

HANG ONTO YOUR GO!

You wouldn't believe the amount of letters and phonecalls to the **GO!** offices, pleading for copies of the first issue. Many of you apparently didn't see our terrific Battletoads issue and are desperate to get hold of it. What's more, we're receiving reports of copies of issue one changing hands for as much as TWENTY POUNDS!

Obviously, **GO!** is already a collector's item which could be worth much, much more than twenty smackers a few years from now. So remember, don't crumple it up and let the back fall off, like those lesser mags in your collection - store it away carefully and, who knows, it could one day make a million at Sotherbys!

WHAT'S THE TIME, BOY

It's small! It looks like a Game Boy! It tells the time! It's the **Time Boy**, a cheeky little keyring shaped like Nintendo's smash-hit hand-held! It has all the buttons you'd see on a real Game Boy, but you can't play Kick Off or Tetris - the fire buttons switch between time, date and seconds, while the control pad allows the owner to change the settings.

We think it's right smart, although we're not too sure how Mr N. Intendo of Japan feels about it. If you fancy getting your hands on the Time Boy, why not give Shekhana, the chaps who supplied us with ours, a call on (081) 340 8565.





Here we GO! with our very first letters page! Loads of you have already written in with your comments and queries on the magazine and, indeed, all things hand-helds since our first issue, so much so that we've had to devote an entire page to your scribblings.

If you have something to say - be it on GO!, the latest hand-held games, or even a new way of making beef stroganoff, send those packed

envelopes to JUMPIN' JEHOSEPHAT! I WROTE IN TO THE FIRST GO! MAILBAG, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a prize of £100 worth of games for your Game Boy, Game Gear or Lynx if yours is Star Letter. And nowt if it isn't. Get writing!

YOUNG, FREE AND DESPERATE!

Dear GO!

I have read your free first issue and think it is FAB! It is full of new, interesting news and reviews of the latest games on the hand-helds and they are all fully up to date. I can't wait for next month's issue!

Michael Young
London E15

RAP IT UP

Dear GO!

I get CVG each month and, after picking up the November issue, I was really surprised when another mag fell out. I looked in the left-hand corner and saw "From the makers of CVG!" The presentation was good. The reviews were good. The poster was good. And I was stunned by the mega idea of the robot holding the sign up for the score. When I saw the lowdown on the Lynx II I was amazed how you got the information so quick. The overall score for GO! is 100 per cent!

Philip Hackett
Newport, Gwent

Gee, shucks, it was nothing - honest. Seriously though, we've had tons of letters asking all about the robot you see opposite. We can tell you he's a Handroid from outer space, but that's all we know 'cos he doesn't speak any English! What's his name? We don't think he's got one - so why don't you lot write in with your suggestions and we'll put up some software for the best we get! Tell us where he comes from and what we should call him at: WHO'S THE HANDROID? GO!, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Get scribbling!

LYNX LOVELINESS

Dear GO!

What a mean, doodish mag, which is just up my street because I have just bought a new, totally wicked Lynx 2 which must be the best hand-held yet! The only thing which I find wrong with GO! is that it's just a tad too small, but keep on printing letters like this and I will buy CVG each month just to get my hands on GO!

Mark Maloney
Stoke-sub-Hamdon, Somerset

GO! THE REVIEW

Dear GO!

I am writing this letter because you asked for opinions on your magazine. So here we go! Front Cover: The front cover is appealing and bright, it really makes you want to peek inside to see what it offers. Reviews: All the reviews are very good; the screenshots are large and the reviewers' comments are to the point. Poster: Okay, but I don't go in for them much. Overall: For free, your magazine is excellent. Even if you sold it for £1.50 it would still be a bargain.

James Cutts,
Rotherham, S Yorks



STAR LETTER

WHAT DOES GO! GO FOR?

Dear GO!

Something fab has just happened - I opened up CVG and out fell GO! I couldn't believe how brill this free mag is when other magazines seem to give away crap supplements which nobody is interested in. I'm getting a hand-held for Christmas, so GO! is just what I need to help me choose which one to get. Trouble is I still don't know! So come on you cool GO! gang, tell us once and for all which one to buy!

TOM WILLIAMS
Taunton, Somerset

So you want to know which is the best hand-held, eh Tom? Well, OK we'll tell you. It's...hang on a minute, here's an idea: why don't you lot write in and tell us which machine is best and why. There's £100 worth of software to the best letter we get - even if we don't agree with you. Go for it!

REVIEW

After tremendous success on the Megadrive, Sega's spiny blue answer to Mario rushes swiftly over to the Game Gear. Sonic must bravely battle against the crazed Doctor Robotnik, who has captured all the animals and put them into robotic suits to terrorise the land.

Guide Sonic through the different areas, collecting items and spiking Robotnik's minions as you go. The fruits of the evil doctor's twisted mind are ready to stop you in your speedy tracks, but a hedgehog's gotta do what a hedgehog's gotta do!

GAMEGEAR - £TBA



DICING WITH DEATH AND THE DOC

Each of the six levels which make up Mario's world consist of three stages, at the end of which awaits Doctor Robotnik, sitting in his flying saucer and waiting to bring Sonic's quest to a swift end. Defeat the Doc and it's on to the metallic suit containing the kidnapped animals - hit the switch and they're free!



SONIC

THE HEDGEHOG





▲ Flip me, what a laff!



▲ Hurrah!

SUPER SONIC SAUCINESS

Being a super-hedgehog, Sonic can do more than snuffling around, drinking milk and ruining gardens. As well as being able to run very quickly, our blue-hued boy can jump high in the sky, spinning wildly to knock out all manner of airborne creatures or, if the enemy is ground-based, he can curl himself into a tight ball and scatter meanies like skittles - all skills which he'll need to make use of if he's to foil Robotnik's wicked scheme!



▲ Plenty of trouble - no bother! Our Sonic can make his mark in all sorts of places - above ground, under ground, even under water!

WHAT'S ON TV?

Activate the TV screens positioned around the levels and Sonic will receive various powers, such as invincibility, even greater speed and extra lives. And check all around the bonus levels when you get to 'em because, hidden away in a difficult-to-get-to part of the playing area, is a special screen which gives a free continue!



RINGS 'N' THINGS

Throughout the game, Sonic can collect shiny gold rings which have a number of uses. Being hit by a nasty while in possession of a ring saves our heroic hedgehog from deathly doom, whilst collecting one hundred gives Sonic an extra life. Finish the level with more than fifty rings in your possession though, and it's off to the bonus stage where points rings can be picked up for a massive extra score!



Plug in and turn on the Sonic cart, fall over in awe and then pick yourself up and be thunderstruck by the sheer brilliance of this game. Blindingly fast, more difficult than the Megadrive version and with graphics which make bigger machines go weak at the knees, this is more than anyone could have expected or even hoped for. If you pass up the chance of playing Sonic on the GG, you may as well book yourself into a loony bin right now.

PAUL RAND



Who'd have believed it? Sonic pops up on the little Sega and it's one of the best versions of the lot! Spanky graphics, fabby sound and wickedly addictive gameplay all add up to one helluva title you just can't miss - so grab it!

TIM BOONE



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INDIANA JONES

and the

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WHIP-CRACK AWAY!



Indy wouldn't be Indy without his whip! Although he doesn't begin the game with his most treasured weapon, it can be found throughout the game - picking up the whip icon gives Dr Jones five cracks of the, erm, whip, after which it's back to fists until another icon is found.



The man with the hat is here and doesn't he look good! Indiana Jones And The Last Crusade is stuffed full of excellent graphics and six large levels played against the clock. The worst aspect of Indy is the difficulty level, which is set too high. Apart from that, though, slaps on the back all round for a job well done.

PAUL RAND



▲ Gulp! Indy's out of whips



Take one archaeologist. Give him a hat, a whip and a smart leather jacket. Make him look like Harrison Ford. And put him up against the might of Hitler's Nazis. Who do you get? Indiana Jones, that's who.

Indy's first outing on the Game Gear follows his search for the fabled Holy Grail in a six-level, multi-directional scrolling arcade extravaganza, running the gauntlet of all manner of hazards, including those nasty Nazis, who're also on the hunt for Christ's favourite mug; who will get to it first?

GAMEGEAR - £24.00

KIDDING ABOUT IN CAVES



Before the quest proper begins, the player must first take control of Indy as a teenager, rummaging around a maze of caverns in search of the Coronado Cross. From there, our lad leaps aboard a speeding circus train, complete with vicious giraffes and rascally rhinos, before ageing rapidly and starting his search.



▲ Young Indy jostles with a jumpy giraffe on top of the circus train on level two



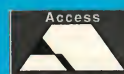
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Marble Madness has you controlling a silicon sphere through a maze of paths, steering your way around obstacles and enemies in order to reach the exit within the time limit. The less time it takes to complete a stage, the more seconds you'll have to negotiate the next, more challenging level. With six levels to get through and a whole stack of baddies lining up to finish you off, this is a game to make you lose your marbles!

GAMEBOY - £TBA



KEEPING COOL CONTROL

You'll have to quickly master the physics of the Marble Madness world, or you'll come a cropper faster than you can say: "Flip me, it's a long way down." Precise control of the ball is a must, so you'll need to master the rolling thumb technique over the joystick for instant response to avoid sudden death!



▲ Roll down that gutter, boyeee!

SPHERICAL SECONDS

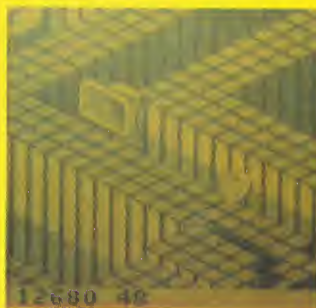
Each level has its own set time limit for the player to guide his marble to the goal-line. On doing so, whatever time is left over is added to the seconds-counter for the next stage, giving a bit more time for you to roll your merry way through Marble World!



MARBELLOUS MEANIES

Bet you thought a marble couldn't have enemies. You'd be wrong, 'cos in Marble Madness there are tons and tons of crazy critters trying to knock you off target and down into the bottomless pit which is failure!

Hoovers suck you toward the edge of platforms, mallets smash you into shards and acid drops dissolve your little glass body. Watch out too for your arch enemy, the evil Black Marble, who tries to roll you to your doom!



▲ Oi! Don't get sucked up by that there Hoover!



If this game doesn't prove that anything's possible on the Gameboy, nothing will! You've got to see it to believe it, and by then you're hooked. Yet another must-have!

TIM BOONE

Hulk Hogan and his cronies may be the biggest thing since Mr Kipling's large fruit pies (and just as exceedingly good), but they aren't too massive to fit onto a Game Boy. WWF Superstars features the hottest fighters this side of a very hot fire, battling their hearts out for a place in world wrestling history.

Become one of these man-mountains and compete in a one-on-one scrap to victory. Choosing from five top musclemen, use every trick in the book, as well as a few which aren't, to wear out your opponent and pin him down for the three-count.

GAMEBOY - £24.00



LINKS 'N LOTS MORE!

WWF Superstars allows the player to alter the game to suit his requirements. From a five-minute bout to unlimited time, one pin knockouts to three, even total spazmos can become WWF heroes! And, if you tire against the computer opponents, just find a mate with a Gameboy and the WWF cart and link-up for two-player grapple action!



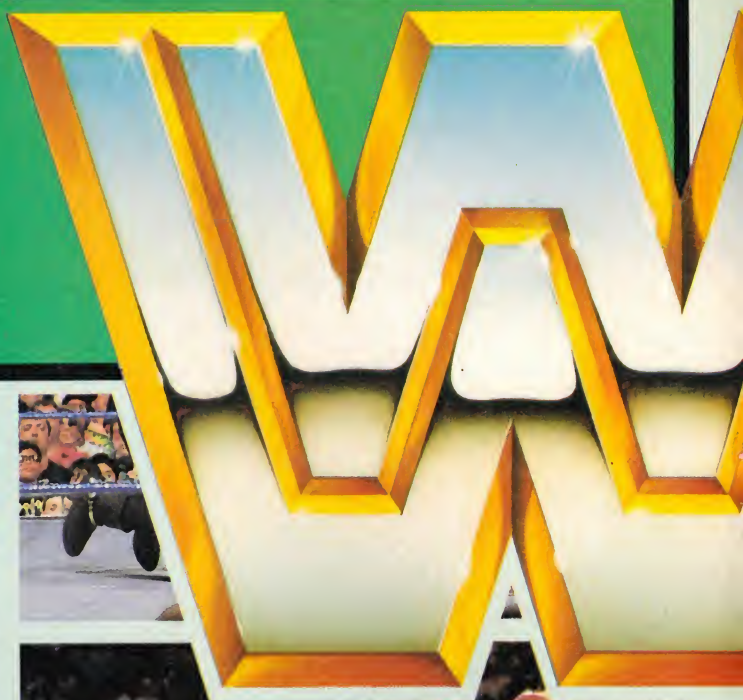
▲ *Oooh, it's the flying flop of doom! Trouble is, the opponent's just got up - so what a waste of time that was, eh?*

THANKS...to Console Concepts (0782 712759) for the review cartridge.



We've been waiting ages for WWF to appear on the Gameboy and, now it's here, we cannot put it down! Great sprites, even if the rest of the playing area is fairly drab, and gameplay is a storm! Best played in two-player link mode for a real fight, WWF Superstars is even harder than Hulk Hogan and the Ultimate Warrior put together!

PAUL RAND



THE CONTENDERS

MR PERFECT

He's the greatest fighter on the planet - or so Mr Perfect would have you believe. He's certainly no pussycat, putting his Perfect Leg-drop to good use by winning the Intercontinental Heavyweight crown, a title he later lost to the Hitman.



TED DIBIASE



The jewel-encrusted championship belt shows just how much cash is sloshing around the Dibiase estate. That doesn't stop him doing his all to prove he's one of the superstars of WWF, wowing crowds with his devastating Clothesline move.

WARRIOR



Best known for beating Hulk Hogan in the all-time greatest championship bout, the Ultimate Warrior is feared by most sensible WWF fighters. Calling upon the gods to give him strength before each match didn't stop him losing his belt to Sgt Slaughter - although it was later revealed that Slaughter had used less-than-honourable tactics to win!

HULK HOGAN



What can be said that isn't already known about this man? Hogan is simply the greatest-ever WWF superstar, winning more championships than anyone in the history of the World Wrestling Federation. He became world champ again after beating Sgt Slaughter, but his title is about to be challenged once more by The Undertaker.



▲ When all else fails, jump on his chest!



This has to rank as one of the best Gameboy releases ever! Play alone for loadsa laffs, but link up with a pal and WWF beats the hell out of everything!

TIM BOONE



▲ Out for the count! When there's no room in the ring, why not keep on scrapping outside?



WIN!

AN INCREDIBLE WWF CHAMPION'S BELT!

COURTESY OF ACCLAIM

Want to be WWF all-time champ and the envy of all and sundry everywhere? Want to be the first ever GO! competition winner and swan around making everyone jealous? Read on...

Those fine gamers down at Acclaim are so chuffed with their mega hot WWF Superstars Gameboy cart that they've weighed in with a fistful of amazing prizes in the very first GO! compo!

First prize is the incredible WWF belt pictured here, along with a spanky WWF T-shirt to swan about in. If that's not enough, and it flippin' well ought to be, Acclaim are dishing out five WWF T-shirts and Royal Rumble hand-held games to the runners-up!

So whaddya have to do to be in with a chance of waltzing off with one of these prizes? Simple - we want you to turn GO! hero Frank O'Connor into your own WWF hero! Just draw whatever you think Frankie should look like before he climbs into the ring against the likes of The Undertaker for his WWF debut. You can draw anything you like, just as long as it looks brill and gives us a bit of a laff.

So grab your drawing stuff, get a nice clean sheet of paper, create your WWF Frankie and send the whole lot off to: **BELT UP FRANK, GO!, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Don't forget to add your name and address and make sure it gets to us before January 12. Get going and grab them goodies!





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It's the sequel to the biggest ever four-player arcade game - in the palm of your hand! Gauntlet II places you in a deep dungeon brim full with meanies and monsters of every description. Only one thought crosses your mind - escape, via the exits found on each level. But the further into the game you travel, the more foul and vicious the adversaries become. Use weapons and magic to wipe 'em out, keeping your energy up by picking up food along the way. Will you survive to the end?

GAMEBOY - £24.00



GAUNT



TWO CAN PLAY AT THAT GAME!

Although the Gameboy is an ultra-powerful cracker of a machine, even it cannot handle the dazzling four-player action of the original Gauntlet II coin-op. But fear not, all you link-lead owners - attach two machines together and the pair of you can compete in head-to-head dungeoneering!

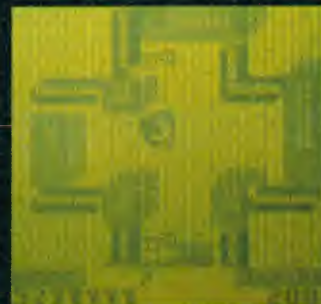
THE TALK OF THE TOWN

If you've ever played Gauntlet II down your local coin-operated games emporium, you'll remember that one of its best features was the large amount of speech included in the game to tell the player how things are going. Well, this Game Boy conversion has the same chatty manner! So, when you're about to croak it, your tiny terror will squawk out "You Are About To Die" and other jolly phrases!



▲ **Items-a-plenty - and an exit to the next level!**

▼ **Lotsa doors and lots of keys to open them with.**



DUNGEONS AND DRAGONS

You don't get spaceships or gangs of hoodlums to beat up in Gauntlet II. Being a dungeon, it's infested with all manner of monsters, from spooks to skeletons and, if you get to the very depths, a massive, fire-breathing dragon! Most of the baddies can be killed by throwing your weaponry at them, but if they seem to keep coming back for more, chances are there's a regeneration unit in the area which you'll have to destroy to stem the flow of nasties.

▲ *Destroy that multiplier before it, erm, multiplies.*

▼ *Ghosts galore, and a Death too!*



One of my fave arcaders makes it onto the Gameboy, and it's just as playable! Great graphics and fab sound mean train journeys just haven't been the same since. Buy this or miss a real treat.

TIM BOONE



T

L

E

T

▼ *Pull a face at Mr Death 'cos he can't get you - naa naa na naa naa!*

▲ *If you don't jump into that portal soon, nasty old Death is going to have your naughty bits for supper!*

▲ *Lumme! Many fire-breathing nasties coming for you - and they don't want to play!*

▼ *Yawn. This is a bit of a boring place.*

COMPLETE OBJECTIVITY

Like all dark, damp dungeons, this one is full of useful things to collect and use. Food is in abundance, handy for those times when you're running low on strength. Other objects include keys which open doors to other parts of the level, amulets which give either reflective shots or invincibility and potions which can invoke a smart-bomb effect or poison the player!



If you want to see a top-class coin-op squeezed into your Gameboy, then look no further than Gauntlet II. Packed with most of the coin-op's great features, it's a difficult but enjoyable romp.

PAUL RAND

Huey, Duey and Louie weren't happy when Uncle Scrooge gave them naught but a shining dime for their birthday. Scrooge explained that he'd made his first fortune simply by owning one of these "lucky dimes", which cheered the kids up no end. That is, until wicked Magica De Spell appeared, frittering away the boys and the coins - including Scrooge's original dime.

Become Donald Duck and search the globe in search of your nephews across a variety of landscapes, each one filled with their own special brand of traps, puzzles and meanies. With just a mallet for protection, all does not bode well for Donald - but who ever said a duck's life was a bed of roses?

DONALD DUCK

THE LUCKY DIME

GAMEGEAR - £24.00



LIKE A DUCK TO WATER

Being a duck as opposed to any other kind of bird means that you aren't confined to land! Falling into water doesn't spell instant death for our Don; instead, the screen switches to an underwater view, where Donald must swim around to find the exit, dodging ferocious fish and other nasties!



Donald waddles onto the Game Gear in a marvellous platform bonanza! The Lucky Dime Caper bursts with playability, brought alive by super graphics which could have been drawn by Walt Disney himself! Tuneful ditties and, above all, a well-hard challenge, complete the picture. Get your flippers on Donald Duck's Lucky Dime Caper rightaway - you'd be "quackers" not to!

PAUL RAND



DUCK CAPER



▲ Hell's bells, here a bit 'o' bovver...



▲ Don't make Donald wait around for too long or he'll get into a flap - just like this.



Cor! my all-time face Disney hero comes alive on the Game Gear - and he's great! Donald leaps and bounds around at a fair old lick and graphics and sound are grand. Donald Duck is a fab title for the little Sega, and you'll be playing for ages - so give it a go!

TIM BOONE

A DEAD DUCK

In true Mario fashion, Donald can bust the beasties either by jumping on their heads or hitting them with his weapon. When some baddies are beaten, they emit jewels which, when collected, add to Donald's points total. Being touched by a nasty, though, means the loss of an energy unit - and you only get two, after which it's bye bye, ducky.



DUCKS AND DIMES

Magica De Spell has hidden Huey, Duey and Louie in various countries across the world. Not only that, she's taken their dimes and put them in a further three countries - find them all, then go off and find Magica, who has Uncle Scrooge's original coin.



▲ Leap on the lion to leave this level!



GO! LOWDOWN

With Christmas only days away, you'll already be thinking about what hand-held to buy with that festive dosh from Auntie Mabel and Grandma. In the third of our series of GO! Lowdowns, PAUL RAND checks out the world's highest selling portable games machine, the Game Boy from Nintendo.

BEGINNINGS OF THE BOY

When first reports of Nintendo's new Game Boy machine began to filter through, nobody knew what to make of them. Here was a monochrome hand-held not much bigger than a calculator which was selling millions in Japan and the States - but why? Surely it was just another of those dodgy fixed movement Game & Watch machines?

That was the mistake everyone made for, in fact, the Game Boy was the first of a new breed of portable games machines, featuring real computer technology, high resolution graphics and, best of all, a whole host of interchangeable game cartridges. Once the word was out that this was one hot piece of property, the importers couldn't order enough of the things. That was around three years ago; the Game Boy is still being snapped up by the bucketload, making it the most popular hand-held in the world.



GAMEBOY

GET ALL THE GEAR

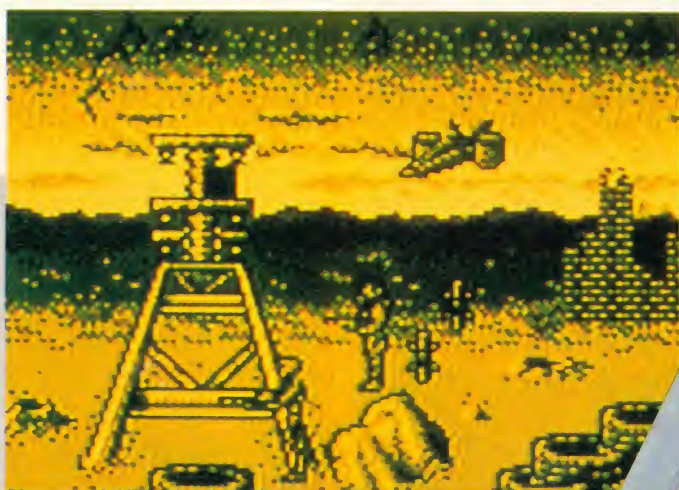
If it's bits 'n' pieces you're after, the Game Boy is possibly the most add-on-able hand-held around! Mains power adaptors, car cigarette lighter power supplies and rechargeable battery packs will keep your gaming on the go wherever you are, while case-mounted lights allow play to continue long after the streetlamps are switched on. If the playing area is just too titchy for your liking, why not go for a magnifier, increasing the size of the Game Boy screen by around fifty percent; just a small selection of the extras on offer for the Game Boy owner who wants everything. Keep an eye out too for bum-bag style carry cases, replacement screens in case your existing one is scratched; the list goes on and on...



LET'S HEAR IT FOR THE BOY

Considering the competition out there, it's surprising to some that the Game Boy is the most popular hand-held in the world. But the simple fact is that the majority of games available for the machine are outrageously addictive! Price is an important factor too and, at a price of around £60 depending on where you buy it, there's no denying that it's certainly value for money. No frills, just solid, honest-to-goodness playing fun, the Game Boy is the feller to own if you're a no-nonsense gamer on the move.

BOY



GUTS OF THE GAME BOY

If you've ever seen a Game Boy in operation, you'll know that it's not the most technologically advanced machine around. A plodding 8-bit processor runs the show - surprisingly well too, due to the fact that, because there's not an awful lot on-screen to shift around, it can busy itself in more productive ways. Sound comes in the form of four-channel stereo, played through the machine's internal speaker or straight into the ears if the supplied headphones are connected. Screen resolution is low compared to other hand-holds and the display is monochrome - what's more, it can be difficult at times to get a good quality picture thanks to the Game Boy's poor brightness control.



PAK-ING A PUNCH

The best things often come in small packages, a saying which rings true with the software available for the Game Boy. There are hundreds of Game Paks on the market, ranging from simple puzzlers like Tetris to complex shoot 'em ups such as R-Type and Nemesis. The big-spending, third party software developers are perhaps busier in the Game Boy market than any other, with the likes of Ocean, Acclaim and Mindscape all beavering away at a variety of top licensed titles ensuring that owners of Nintendo's little wonder aren't starved of the big name games enjoyed on other formats.

AWESOME GOLF

Golf games have been around for ages now, but with the explosion of hand-held consoles you can now play the game wherever you like - on the train, on the bus, even on the loo! Until now the only decent hand-held golf title was Nintendo's Golf on the Gameboy. Now it's the turn of the Lynx, as Awesome Golf bursts onto the scene. Teeing off will never be quite the same again...

LYNX - £TBA



GREAT BALLS OF FIRE!

Golf games all have one or two things in common and Awesome is no exception. For starters, it has a similar control method to PGA Tour Golf and takes the same overhead perspective of Nintendo's effort.

This time round the differences lie in the use of the Lynx's scaling hardware. It's used to take objects and expand them in size quickly and smoothly.

To take a shot in Awesome, select your club and then return to the main course view. Press fire and start a climbing power gauge. Press fire to choose your desired shot strength and away you go - three 18-hole courses of great golf antics!



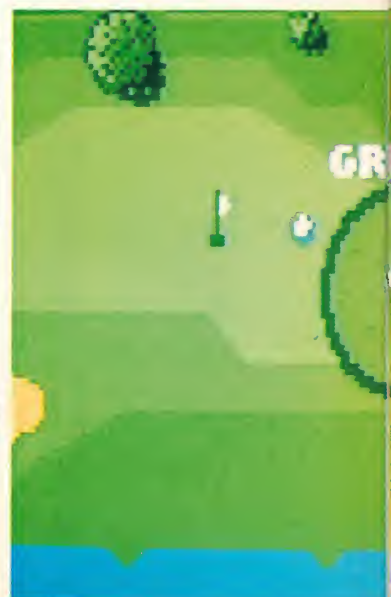
WHAT A BALLS UP!

The most important tools in golf are the clubs - and in Awesome Golf you get a full selection. Woods are used for sheer distance, while irons gain more height and give greater ball control. If you get in trouble, it's likely that you'll need a pitching wedge or a sand wedge. The pitching wedge gets the ball really high, useful for clearing trees or going up hills, while the sand wedge is used to smack the ball out of bunkers.



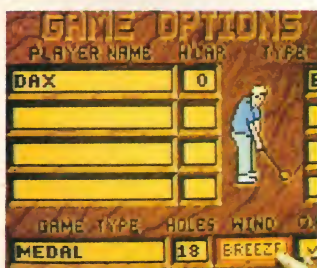
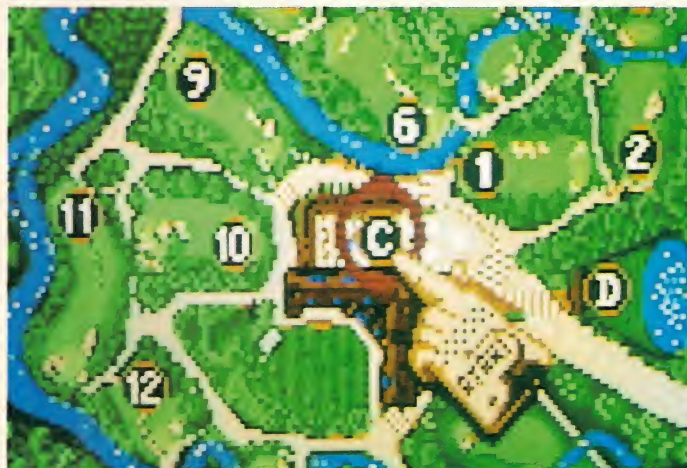
Strike a light if this isn't one of the best golf sims ever! The Lynx is used to full effect here, with smart music, tons of sampled speech and gob-smacking graphics. The best Lynx game so far and possibly the best golf sim around.

**FRANK
O'CONNOR**



STAY ON THE BALL!

At the start of the game you have three courses to choose from - Japan, America and the UK. Each has about the same difficulty rating, although Japan has the hardest greens. All the British courses have pub names, so you might just get to score a hole in one on the Dog and Duck! American courses have easy greens and putting is the hardest part, so these reap high (or rather low) scores.



▲ Here's your chance to choose where you wanna play, or toddle off to the Club House and take it easy...



Hurrah! Big time golf on your little Lynx - and it's fab. Awesome Golf is a stunning game which really shows off the strengths of Atari's street smart little baby. With super-smooth graphics and cool sound, this is a cart and a half. Enjoy.

TIM BOONE



NEXT MONTH!

MORE HAND-HELD ACTION THAN YOU CAN SHAKE YOUR CARROT AT!



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